

Funder	Project Title	Funding	Strategic Plan Objective	Institution
Department of Education	Dynamic E-Learning to Improve Postsecondary Transition Outcomes for Secondary Students with High Functioning Autism	\$0	4.3	3-C Institute for Social Development
Department of Education	A Comprehensive Tool for Supporting Social and Emotional Learning Instruction for Students with High-Functioning Autism Spectrum Disorder	\$899,994	4.3	3-C Institute for Social Development
National Institutes of Health	e-Unstuck: Interactive e-learning software for parents to support executive functioning and behavior regulation in children with Autism Spectrum Disorder	\$547,845	4.3	3-C Institute for Social Development
Autism Speaks	Clinical testing of a therapeutic video game, EVO	\$0	4.3	Akili Interactive Labs
National Science Foundation	SBIR Phase I: Wearable device and methods for sleep assessment and management in the home environment	\$179,928	4.3	Awarables, Inc.
Center for Autism and Related Disorders	evaluation of effects of intensity and duration on outcomes across treatment domains for children with autism spectrum disorder	\$50,000	4.2	Center for Autism and Related Disorders (CARD)
Center for Autism and Related Disorders	An Evaluation of a Mobile Application Designed to Teach Receptive Language Skills to Children with Autism Spectrum Disorder	\$35,000	4.3	Center for Autism and Related Disorders (CARD)
Center for Autism and Related Disorders	Exploration of a mobile application designed to teach advanced social skills in children with autism spectrum disorder	\$175,000	4.3	Center for Autism and Related Disorders (CARD)
Center for Autism and Related Disorders	Evaluation of telehealth caregiver training for the treatment of autism spectrum disorder	\$40,000	4.3	Center for Autism and Related Disorders (CARD)
National Institutes of Health	Objective Measurement of Challenging Behaviors in Individuals with ASD	\$219,395	4.3	Emory University
National Institutes of Health	V-Motive: System for Comprehensive Therapy-Integrated Video Modeling	\$346,103	4.3	Experiad, LLC
National Institutes of Health	NRI: Music-based Interactive Robotic Orchestration for Children with ASD	\$222,981	4.3	George Washington University
National Science Foundation	CAREER: Combining Crowdsourcing and Computational Creativity to Enable Narrative Generation for Education, Training, and Healthcare	\$0	4.3	Georgia Tech Research Corporation
National Science Foundation	SBIR Phase II: Using Data Mining to Optimally Customize Therapy for Individuals with Autism	\$732,215	4.3	Guiding Technologies Corporation
National Science Foundation	SBIR Phase I: Say What I Feel	\$0	4.3	iTherapy LLC
Health Resources and Services Administration	Comparative Efficacy of a Self-directed and Therapist-assisted Telehealth Parent Training Intervention for Children with ASD	\$299,968	4.3	Michigan State University

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Simons Foundation	Examining interpersonal biobehavioral synchrony as a measure of social reciprocity and emotion regulation in parent-child dyads with and without autism using an interactive smart toy platform	\$141,056	4.3	Northeastern University
Simons Foundation	Home-based system for biobehavioral recording of individuals with autism	\$0	4.3	Northeastern University
National Institutes of Health	Using Serious Game Technology to Improve Sensitivity to Eye Gaze in Autism	\$549,224	4.3	Pennsylvania State University
Department of Education	Enhancing Augmentative and Alternative Communication Rates in pre-K Through 6	\$0	4.3	Speak Agent
Department of Education	Enhancing Augmentative and Alternative Communication Speed and Accuracy	\$0	4.3	Speak Agent
National Institutes of Health	Integrated Framework for Simultaneous Generative Language Training and Progress Tracking for Minimally Verbal Children with Autism	\$152,599	4.3	Speak Modalities, LLC
The New England Center for Children	A comparison of the use of video modeling with and without voiceover instruction to teach parents of children with autism	\$3,225	4.3	The New England Center for Children
The New England Center for Children	Using video modeling and feedback to teach parents how to expand their child's language and play	\$3,225	4.3	The New England Center for Children
The New England Center for Children	Teaching Self-Advocacy when an item is Missing from the Environment in Individuals with ASD	\$3,225	4.3	The New England Center for Children
The New England Center for Children	Using video modeling and video feedback to develop social skills during leisure activity	\$4,060	4.3	The New England Center for Children
The New England Center for Children	Teaching students with autism to use Augmentative and Alternative Communication: Addressing unanswered questions	\$1,830	4.3	The New England Center for Children
The New England Center for Children	The use of video modeling to increase procedural integrity in incidental teaching	\$3,225	4.3	The New England Center for Children
The New England Center for Children	Sensitivity to reinforcement: Effects on learning and physiological correlates	\$1,830	4.3	The New England Center for Children
The New England Center for Children	Evaluation of video feedback and self-monitoring to improve social pragmatics in individuals with ASD	\$3,225	4.3	The New England Center for Children
The New England Center for Children	Comparing the use of Video and Pictorial Stimuli in Paired Stimulus Preference Assessments	\$5,570	4.3	The New England Center for Children
Organization for Autism Research	Evaluation of synchronous online parent skill training	\$0	4.3	The Research Foundation of the State University of New York

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Department of Education	Virtual reality applications for the study of attention and learning in children with autism and ADHD	\$0	4.3	University of California, Davis
National Institutes of Health	Wireless EEG System for Training Attention and Eye Movement in ASD	\$241,368	4.3	University of California, San Diego
National Science Foundation	I-Corps: Visual Learning Studios	\$50,000	4.3	University of Chicago
National Science Foundation	EAGER: Studying Emotional Responses of Children with Autism in Interaction with Facially Expressive Social Robots	\$0	4.3	University of Denver
National Institutes of Health	Research Component: Multimodal Approach to Word Learning in Children with Autism	\$218,449	4.3	University of Kansas
Administration for Community Living	I-CONNECT PLUS: Enhancing Community Participation for Adolescents and Adults with ASD Using Online Instruction, Coaching, and Accessible Self-Management Technologies	\$462,543	4.3	University of Kansas Center for Research, Inc.
Autism Science Foundation	Undergraduate Research Award	\$3,000	4.3	University of Maryland, College Park
National Science Foundation	US Ignite: Focus Area 1: A Networked Virtual Reality Platform for Immersive Online Social Learning of Youth with Autism Spectrum Disorders	\$599,160	4.3	University of Missouri
Organization for Autism Research	Online and In Person Parent Education/Support for Families of Children with ASD and Insomnia	\$9,976	4.3	University of Missouri-Kansas City
Department of Education	Promoting ASAP Collaboration through Technology (PACT): An Intervention Modification to Enhance Home-School Collaboration	\$437,107	4.3	University of North Carolina at Chapel Hill
Autism Speaks	Let's Face It! 2.0: Training the dynamics of facial expressions for children with ASD	\$20,605	4.3	University of Victoria
National Science Foundation	Individualized Adaptive Robot-Mediated Intervention Architecture for Autism	\$0	4.3	Vanderbilt University
National Institutes of Health	NIH R21/R33: Transformative Co-Robotic Technology for Autism Intervention	\$263,314	4.3	Vanderbilt University
National Institutes of Health	Development of a novel neurotechnology to promote emotion recognition in autism	\$346,148	4.3	Virginia Polytechnic Institute and State University
National Institutes of Health	Developing an Automated Emotion Training System	\$73,045	4.3	Virginia Polytechnic Institute and State University
Autism Speaks	Neural Basis of Response to Virtual Reality Social Cognition Training in Adults with ASD	\$0	4.3	Yale University

